



MARVEL VS. CAPCOM

20 PTS.

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MARVEL VS. CAPCOM

CLASH OF SUPER HEROES™



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T-1202N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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SEGA DREAMCAST™



DISC DOOR

POWER BUTTON

This turns the unit ON or OFF.

OPEN BUTTON

Press to open the Disc Door.

CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

Note: Purchase additional controllers (sold separately) to play with two or more people.

MARVEL VS. CAPCOM is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

STARTING A GAME

1. Press the Start Button at the title screen.
2. Choose a game mode (highlighting with the D-Button and confirming with the A Button.)
3. Choose a Main Fighter and a Teammate for your team (again, highlighting with the D-Button and confirming with the A Button).
4. Choose your Guest Character by pressing the A Button while the roulette wheel spins.
5. Choose a play mode and speed:

PLAY MODES

Manual - Normal control

Easy - Easily perform special moves and Hyper Combos

SPEED

Normal - Normal speed

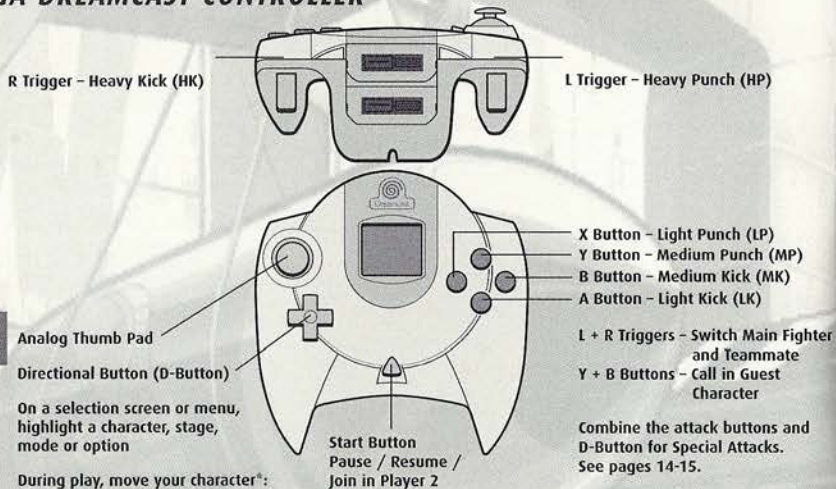
Turbo - High performance (more challenging for expert players)



3, 4, 5

CONTROLS (default)

SEGA DREAMCAST CONTROLLER



On a selection screen or menu, highlight a character, stage, mode or option

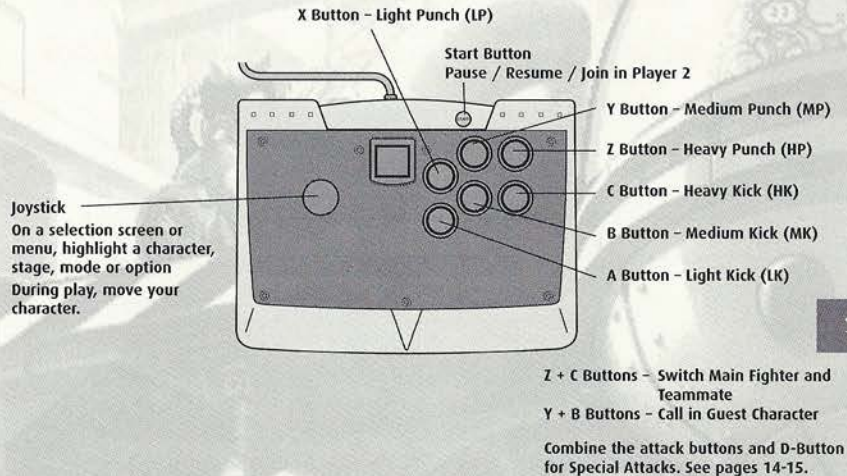
During play, move your character*:

- ↑ Vertical jump
- ↖ Diagonal backward jump
- ← Move backward / upper block
- ↙ Crouch / lower block
- ↓ Crouch
- ↘ Crouch
- Move forward
- ↗ Diagonal forward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



NOTES

- MARVEL VS. CAPCOM is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
- For both the controller and Arcade Stick, you can change the default control settings in Option mode. See page 13.

THE ULTIMATE CHALLENGE!

After the Earth falls under attack by a mysterious force, we learn the dangerous foe behind the chaos is named "Onslaught."

The most powerful enemy in history puts humankind's very existence to the test.

All human hopes and dreams are at risk!

Now the legendary Super Heroes arrive to save the planet from Onslaught and his apocalyptic scheme. The battle for glory begins . . .

GAME RULES

MATCH PLAY

Teams of two fighters each battle to win the match. You can switch fighters during combat; the resting character gradually recovers vitality (in the red bar of the vitality gauge only).

MATCH LENGTH

Each match lasts for 99 seconds (default) or until both players of one team completely lose their vitality. You can turn match time ON/OFF in Option mode (see page 12).

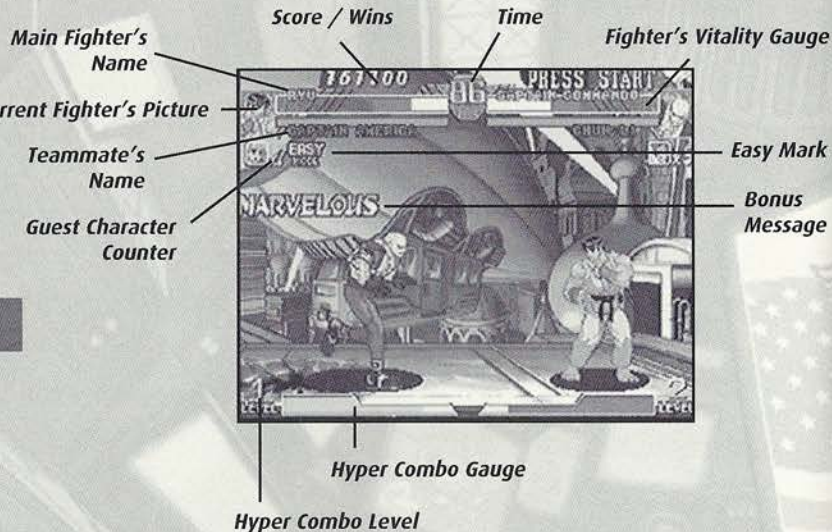
WINNING

During a match, the first team to drop the opponent's vitality to zero wins. If time runs out and both teams still have some vitality remaining, the team with more vitality wins. With time limit OFF, the match lasts until one team wins (by draining the opponent's vitality).

DRAW GAME

A draw game occurs when both teams run out of vitality at the same time (double K.O.) or when both teams have the same amount of vitality left when time's up.

GAME SCREEN



Score / Wins	1 Player game - your current score. 2 Player games - character's number of wins.
Time	Round time countdown; at zero, the round ends.
Main Fighter's Name	The team's main fighter.
Current Fighter's Picture	Who's fighting now, either the Main Fighter or the Teammate Fighter.
Teammate's Name	The team's second fighter.
Guest Character Counter	The team's Guest Character and number of times he/she can enter the battle (see page 18).
Fighter's Vitality Gauge	Color bar decreases as character is attacked. At zero, the character is K.O.'d and loses the round. The red bar gradually recovers while a character is resting (the other team player is fighting).
Easy Mark	Lets you know when you're in Easy mode.
Bonus Message	Records when you perform a super move such as Aerial Rave.
Hyper Combo Level	The power level available for performing Hyper Combos (see page 17).
Hyper Combo Gauge	Color bar builds up as you attack. When it's full, you can perform Hyper Combos and other powerful moves.

GAME MODES

ARCADE 1 OR 2 PLAYER(S)

Fight your team of two against successive CPU teams. Defeat all opponents and win the game for a surprise ending. You can continue after losing by pressing the A Button during the countdown.



VERSUS 2 PLAYERS

Challenge a buddy to see who's best! Choose your fighters, handicap and stage before every match. You must connect two controllers to play this mode.



SURVIVAL 1 PLAYER

Beat as many opponents as possible on limited vitality. Your fighter's vitality will recover only slightly between matches, so try to lose as little as possible. No continues.

TRAINING 1 PLAYER

Practice your moves. Choose your character and sparring partner. During training, press the Start Button to open the Training Menu and adjust these options:

Game Speed – Add stars to increase speed.

CPU Difficulty – Add stars to toughen up your sparring partner's skill.

HC Gauge Full – Set ON to keep your Hyper Combo Gauge permanently full (an ∞ mark appears next to your HC Gauge).

Time Limit – Set ON/OFF at your preference.

Life Recovery – Set ON to keep your fighter's Vitality Gauge full.

Guest Character Full – Set ON to keep your Guest Character's Counter full (an ∞ symbol replaces the number).

CROSS FEVER 4 PLAYERS

Enter a 4 Player tag match. The match starts after all players choose characters. You can select new fighters before each match. You must connect four controllers to play this mode.



OPTION MODE

In Option mode you can adjust various game settings. Choose an item with the D-Buttons \uparrow/\downarrow , and adjust with \leftarrow/\rightarrow .

Difficulty – Add stars to make your opponent tougher to beat.

Time Limit – Set the time limit ON/OFF. When ON, a match lasts for 99 counts. When OFF, a match continues until one team K.O.'s the other.

Game Speed – Add stars to increase the game speed.

Screen Setup – Adjust the height, width and position of the screen display.

- Y/A Buttons adjust width and shift display vertically.
- B/X Buttons adjust height and shift display horizontally.
- L+R Triggers reset defaults.

Set Flash to ON to mimic the flashing effects of the arcade version. **BE SURE TO READ THE EPILEPSY WARNING ON THE INSIDE FRONT COVER OF THIS MANUAL BEFORE SETTING FLASH TO ON.**



Button Config – Reset the button controls.

- Select the control you want to change and press a button for that move. The old and new button assignments will switch.
- For Variable, Guest Character, Aerial Rave and Hyper Combo, press the D-Button \leftarrow/\rightarrow to set punches and kicks.

You can also reach this menu by pausing during a match and selecting BUTTON CONFIG.

Audio – Choose stereo or mono depending on your speakers.

Sound Test – Preview the game music. D-Button \leftarrow/\rightarrow changes selection; A Button plays; B Button stops.

Back Up – Save or load game performance.

- **Save** – Save your performance data to the Visual Memory Unit (VMU). Select a Control Port and Socket position and press the A Button. To save, you need an optional VMU with five free blocks.
- **Load** – Load performance data from the Visual Memory Unit (VMU). Select a Control Port and Socket position and press the A Button.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the Visual Memory Unit (VMU) or disconnect the controller.

Vibration – Set ON or OFF when using the optional Vibration Pack (not available when using the Arcade Stick).



SPECIAL ATTACKS

The D-Button controls in this section are for fighters facing right. Reverse the left/right controls for fighters facing left.

PUNCHES	CONTROLLER	ARCADE STICK
Light Punch (LP)	X Button	X Button
Medium Punch (MP)	Y Button	Y Button
Heavy Punch (HP)	L Trigger	Z Button
KICKS		
Light Kick (LK)	A Button	A Button
Medium Kick (MK)	B Button	B Button
Heavy Kick (HK)	R Trigger	C Button

Dash

→→ or ←← rapidly or PPP
(press 3 punches simultaneously)
Move faster than a standard walk.

Super Jump

↓↑ rapidly or KKK
(press 3 kicks simultaneously)
Jump much higher than a standard jump. During a Super Jump you can move right or left and perform moves many times.

Block, Air Block

→ or ← away from opponent
Foil opponent's attacks on the ground and in the air.

Throw, Grab

→ or ← + MP or MK or HP or HK
(near an opponent)
Throw your opponent. Some characters grab the opponent instead of throwing.

Safe Fall / Break Away

When grabbed or thrown, press:
Any D-Button (except ↑) + MP or MK or HP or HK
Escape an opponent's grab or reduce your thrown damage.

Rolling Recovery

When your character falls or is knocked down, press:
↓↙← + P or K (before landing)
Roll and quickly stand up to escape your opponent's pursuit attacks.

Chain Combo

L, M, H (P or K)
Press the attacks buttons in order quickly to rapid-hit opponent.

Advancing Guard

PPP (press 3 punches while blocking)
Push your opponent back.

Taunt

LP + Start Button
Hassle your opponent verbally.

Pursuit

Perform an additional attack while your opponent is on the ground or knocked up in the air.

AERIAL RAVE

An Aerial Rave is a successive move that knocks an opponent up in the air, catches up with a Super Jump, and performs a combo while airborne.

1. First, hit an opponent with an Aerial Rave Start Move by pressing LP + LK simultaneously.
2. When the opponent is knocked up in the air, perform a Super Jump by pressing the D-Button ↑.
3. When you catch up with the opponent, perform a chain combo in the air.

Note: If you playing in Easy mode (see page 3), perform an Aerial Rave Start Move and Super Jump by just pressing LP + LK simultaneously.



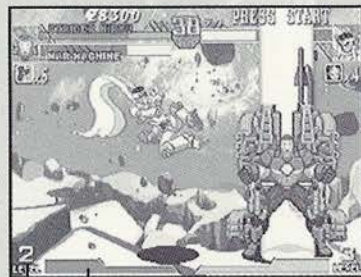
HYPER COMBO (HC)

A Hyper Combo is a D-Button move plus two punches or kicks simultaneously (see each character's Hyper Combos on pages 20-27).

Hyper Combos deliver extreme damage to opponents. A Hyper Combo uses a Level 1 Hyper Combo gauge.

HYPER COMBO GAUGE

The Hyper Combo gauge builds up power with each regular attack. When it is full, you can perform Hyper Combos and other special moves. You can store the gauge up to Level 3.



Hyper Combo Gauge

Hyper Combo Level

VARIABLE HERO BATTLE

Before starting a game, you'll choose two fighters from 15 available characters. The first hero you choose is your Main Fighter, and the second is your Teammate. Then, you'll choose a Guest Character while the roulette wheel spins. During a battle, you can call out your Teammate by performing the various moves shown on this page. You can also summon your Guest Character with a special command.

Note: The controls are for characters facing right. Reverse the left/right controls for characters facing left.

Variable Attack

HP + HK (simultaneously)

Your Teammate comes out and attacks the opponent. While the Main Fighter is resting, the red bar in his/her vitality gauge slowly recovers.

Variable Counter

While blocking, ←↵↓ + HP + HK (simultaneously)

Together, your Main Fighter and Teammate perform a counterattack, using a Level 1 Hyper Combo Gauge.

Variable Combination

↓↵→ + HP + HK (simultaneously)

Your Teammate performs a powerful 2-on-1 Hyper Combo, using a Level 2 Hyper Combo Gauge.*

Variable Cross

↓↵← + HP + HK (simultaneously)

Control your Main Fighter and Teammate simultaneously for a short while. You can use unlimited Hyper Combos during Variable Cross.*

Guest Character

MP + MK (simultaneously)

Your Guest Character appears to assist you. Variable attacks are not available while your Guest Character is attacking. Your Guest Character is not available when the Guest Character Counter is at zero.

* Requires Level 2 or higher on the Hyper Combo Gauge.

CHARACTERS

The following pages show the Special Moves and Hyper Combos for the 15 fighters selectable when you start the game.

The controls are for characters facing right. Reverse the left/right controls for characters facing left.

In Easy mode, you can perform Special Moves and Hyper Combos easily by pressing the corresponding Punch (P) or Kick (K) button rapidly (see the chart to the right).

EASY MODE BUTTON COMMANDS

1 = Medium Punch (MP)

2 = Heavy Punch (HP)

3 = Medium Kick (MK)

4 = Heavy Kick (HK)

SAMPLE MOVES CHART*

SPECIAL MOVES				
Easy Mode Commands	1	Shield Slash	↓↵→ + P	Special Moves
	2	Stars & Stripes	→↵↓ + P	
	3, 4	Charging Star	↓↵→ + K	
HYPER COMBOS				
	1+2	Final Justice	↓↵→ + PP	Hyper Combos
	3+4	Hyper Charging Star	↓↵→ + KK	
		Hyper Stars & Stripes	→↵↓ + PP	

* These sample moves are used for Captain America only. See each character's page for specific character moves.



CAPTAIN AMERICA

The legendary star-spangled Avenger fights for American ideals!

SPECIAL MOVES

1	Shield Slash	↓↘→ + P
2	Stars & Stripes	→↓↘ + P
3, 4	Charging Star	↓↘→ + K

HYPER COMBOS

1+2	Final Justice	↓↘→ + PP
3+4	Hyper Charging Star	↓↘→ + KK
	Hyper Stars & Stripes	→↓↘ + PP



RYU

The legendary street fighter seeks the true way of the warrior. Can he ultimately master the Fireball?

SPECIAL MOVES

1	Fireball	↓↘→ + P
2	Dragon Punch	→↓↘ + P
3, 4	Hurricane Kick	↓↙← + K

HYPER COMBOS

1+2	Shinku Hadoken	↓↘→ + PP
3+4	Shinku Tatumaki Senpukyaku	↓↙← + KK
	Mode Change	→↓↙↙ + P



SPIDER-MAN

Gifted with a spider's strength and speed, Spider-Man is a web-slinging, wall-crawling crime fighter.

SPECIAL MOVES

1	Web Ball	↓↘→ + P
2	Spider String	→↓↘ + P
3	Web Swing	↓↙← + K
4	Web Throw	→↓↙↙ + P

HYPER COMBOS

1+2	Maximum Spider	↓↘→ + PP
3+4	Crawler Assault	↓↘→ + KK
	Ultimate Web Throw	↓↙← + KK



CAPTAIN COMMANDO

The supreme hero of the CAPCOM world, he's the peacekeeper of the Solar System along with his three buddies.

SPECIAL MOVES

1	Captain Fire	↓↘→ + P
2	Captain Corridor	↓↙← + P
3	Captain Kick	↓↘→ + K
	Commando Strike	↓↙← + K

HYPER COMBOS

1+2	Captain Sword	↓↘→ + PP
3+4	Captain Storm	↓↘→ + KK



HULK

A rampaging man-monster with incredible strength, Hulk will smash all who oppose him.

SPECIAL MOVES

1	Gamma Tornado	→↓↘↙← + P
2	Gamma Slam	↓↘→ + P
3	Gamma Charge	← (charge) → + P
4	Gamma Charge (Anti Air)	↓ (charge) ↑ + K

HYPER COMBOS

1+2	Gamma Wave	↓↘→ + PP
3+4	Gamma Crush	↓↙← + PP
	Gamma Quake	↓↘→ + KK

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CHUN-LI

An Interpol investigator whose martial arts are nothing less than spectacular!

SPECIAL MOVES

1	Kikouken	←↙↓↘→ + P
2	Tenshokyaku	→↓↘ + K
3	Hyakuretsukyaku	K (rapidly)
4	Senensyu	→↘↓↙← + K

HYPER COMBOS

1+2	Kikoushou	↓↘→ + PP
3+4	Senretsukyaku	↓↘→ + KK
	Shichisei Senkukyaku	↓↘→ + KK (in air)



WOLVERINE

A hero with animal instinct and samurai spirit! He shreds evil with his Adamantium claws.

SPECIAL MOVES

1	Berserker Barrage	↓↘→ + P
2	Tornado Claw	→↓↘ + P
3, 4	Berserker Slash	↓↙← + P
	Drill Claw	Any D-button + MP + LK

HYPER COMBOS

1+2	Weapon X	→↓↘ + PP
3+4	Fatal Claw	→↓↘ + KK
	Berserker Barrage X	↓↘→ + PP

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ZANGIEF

The King of Russian wrestling. Pure power with a body of steel!

SPECIAL MOVES

1	Screw Pile Driver	360 turn + P (near foe)
2	Double Lariat	PPP or KKK
3	Flying Power Bomb	←↙↓↘→ + K
4	Banishing Flat	→↓↘ + P

HYPER COMBOS

1+2	Final Atomic Buster	360 turn + PP
	Iron Body	←↙↓ + K



GAMBIT

A mysterious card-throwing mutant, Gambit energizes whatever he touches, with explosive results!

SPECIAL MOVES

1	Kinetic Card	↓↘→ + P
2	Trick Card	↓↙← + P
3	Cajun Slash	→↓↘ + P
4	Cajun Strike	↓ (charge) ↑ + P or K

HYPER COMBOS

1+2	Royal Flash	↓↘→ + PP
3+4	Cajun Explosion	↓↘→ or ↓↙← + KK



WAR MACHINE

A warrior outfitted in hi-tech armor, War Machine defeats his opponents with a powerful array of weapons.

SPECIAL MOVES

1, 2	Shoulder Cannon	↓↘→ + P
3	Repulser Blast	→↓↙← + K
4	Smart Bomb	MP + LK

HYPER COMBOS

1+2	Proton Cannon	↓↘→ + PP
3+4	War Destroyer	↓↘→ + KK



JIN

His weapon of choice is the humanoid Blodia. He journeys through the ocean of space, following in his father's footsteps.

SPECIAL MOVES

1	Saotome Typhoon	← (charge) → + P
2	Saotome Dynamite	↓ (charge) ↑ + P
3	Saotome Crash	→↓↙← + K

HYPER COMBOS

1+2	Blodia Punch	↓↘→ + PP
3+4	Blodia Vulcan	↓↙← + PP
	Saotome Cyclone	↓↘→ + KK



MORRIGAN

A Succubus living in eternity, Morrigan yearns to become "Queen of the Night" to rule the Dark World.

SPECIAL MOVES

1	Soul Fist	← (charge) → + P
2	Shadow Blade	↓ (charge) ↑ + P
	Vector Drain	→↓↙← + K
	Shell Pierce	↓ + HK (while jumping)

HYPER COMBOS

1+2	Soul Eraser	↓↘→ + PP
3+4	Silhouette Blade	→↓↘ + PP
	Darkness Illusion	↓↘→ + KK



VENOM

An alien symbiote inhabiting the body of a man, Venom is a sinister double threat.

SPECIAL MOVES

1	Venom Fang	↓↘→ + P
2	Web Throw	→↓↘↓← + P
3, 4	Venom Rush	↓↘→ + K

HYPER COMBOS

1+2	Venom Web	↓↘→ + PP
3+4	Death Bite	↓↘→ + KK

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MEGAMAN

Dr. Light's creation is the Robot of Justice. He summons his support robots to fight evil!

SPECIAL MOVES

1	Mega Uppercut	→↓↘ + P
2	Mega Buster	HP (chargeable)
3, 4	Item Attack	↓↘→ + P
3, 4	Item Change	↓↘← + K

HYPER COMBOS

1+2	Hyper Megaman	↓↘→ + PP
3+4	Rush Drill	↓↘→ + KK
	Beat Plane	↓↘← + KK + any button



STRIDER HIRYU

The strongest of the ninja Striders, his sword Sipher cuts off darkness!

SPECIAL MOVES

1	Ame No Murakumo	↓↘→ + P
2	Gram	→↓↘ + P or K
3	Vajla	↓↘← + K
4	Formation A	↓↘→ + P

HYPER COMBOS

1+2	Ragnalok	→↓↘ + PP
3+4	Legion	↓↘→ + KK
	Ouroboros	↓↘→ + PP

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